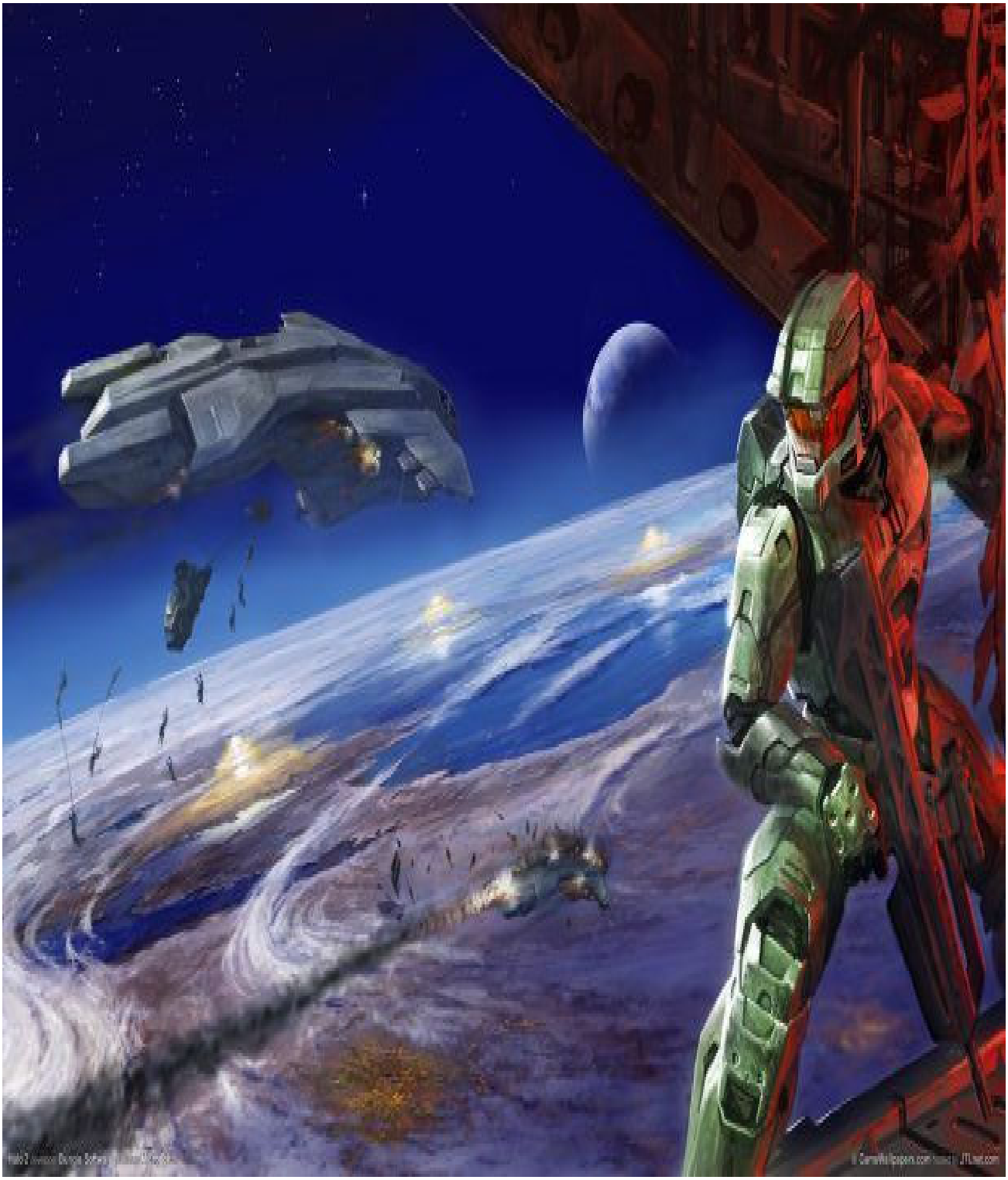

HALO: Siege of the Atlas Moons

Written by: Andy Bahn

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INTRODUCTION

Halo was the first game I bought for my new Xbox game system. As soon as I started to play, it had me hooked. Amazing new worlds, stories, enemies and heroes. I will never forget my nephew and I racing in a warthog through the bowls of the Pillar of Autumn trying to get clear before detonation. Swarms of Covenant and Flood trying to overtake us. It is a feeling and memory I will never forget. I fell in love not with just the game, but with the entire world and history around it. The music, books (The Fall of Reach is one of my all-time favorites) and the lore that went into this universe was fantastic.

I loved it all. Although I wished the games had explored more of the space combat aspect. I yearned to see these massive ships slug it out on a galactic canvas. Then one day, my son told me of a game coming out based on fleet battles in the Halo universe. But it would not be on the Xbox. It would be a miniature war game.

I had never played any miniature war games. My experience in "games" was Risk and Monopoly. But I couldn't pass up the possibility of

The Atlas System

Is located in the Omega Nebula, along the Outer Rim. The system has numerous planetoids and moons with various resources used by the UNSC. There are several colonies and outposts on moons in the Atlas system. However due to the radiation of the Nebula, several moons are as yet unexplored. The Nebula can also cause communication and slipspace difficulties, making it a dangerous location on the frontier.

commanding these fantastic fleets. So, I bought the Fleet Battles starter set.

For a second time, this "Halo" had me hooked. I loved the different ships, classes, weapons, characters, and tactics you had to use to best your opponent. This genre had opened me up to an entire new hobby that I barely knew existed.

Then Ground Command came along. At first, I wasn't sure a miniature game could do justice to Master Chief and his comrades. However, I was won over. All the different units, abilities, melee, and that Scorpion Tank! It sucked me in all the more.

Additionally, on a side note, I started playing other miniature games as well. I discovered there are a lot of amazing games of all shapes, sizes, and genres out there. Both of my sons also grew in this hobby as I did, and we have been able to share some amazing games and times with each other.

While my sons and I played both Halo Fleet Battles and Ground Command, I longed for a campaign that combined them both. Where the winner of one battle could have direct results on the next. And thus, this campaign was born. I wanted to create a narrative of a battle in the Halo Universe. However, I do not intend this campaign to be lore or cannon. This is simply my creative take on an epic struggle that could have taken place.

The Fleet and Ground lists I have included are meant to help with quick set up and play balance. If you wish to substitute different ships or ground forces, by all means do so. I would only suggest keeping the point total for the best-balanced play.

In addition, the special rules are for this campaign only and are not intended for general play. For instance, I wanted to change boarding actions, and came up with streamlined rules for such. I also wanted to add in more random and unexpected play as reserve forces are called in. Once again, these are for this campaign only.

My sons and I play-tested this campaign to the best of our ability, but I'm sure there are some issues I overlooked. My overall goal was for this to be an exciting, interconnected campaign that has some of those intense moments of fun I had playing The Maw all those years ago.

Enjoy…

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Campaign Overview

This narrative campaign tells a story of a great struggle between two opposing forces in a distant arm of the galaxy. In this struggle, the results of one battle can have a direct effect on the next. Although this is an interconnected story, the scenarios can also be played stand alone. One can even play only the "Fleet Battles" or "Ground Battles" if you so choose. A simple roll of a D6 will determine the winner of the previous engagement and thus the starting point.

The campaign starts with relatively small forces from each starter box on both sides, ramping up to the end game with massive fleets, ground forces and commanders. If you do not have certain ships or ground units listed in the campaign, simply substitute for units that you do have. You can even build your own force list if you so choose. It is only recommended to keep the point total so as to preserve balanced play.

This combined campaign of Halo Fleet Battles and Ground Command has several special rules used throughout. They are listed below in detail but will also be listed in the scenarios.

In addition, I have made several custom Commander cards to go with the Campaign. They are included in their specific scenarios. However, I could not replicate the Commander card format exactly as the originals, specifically the dice icons. I approximated them, thus, a sword is a sword, a shield is a shield, lightning is lightning, and a hunk of cheese is a helmet. 😊

Campaign Special Rules

Victory / Defeat

The winning **Force** of **scenario 1** gains the following for **scenario 2**:

- The winner can deploy the first battlegroup **or pass** deployment to the opposing player.

The winning **Force** of **scenario 2** gains the following for **scenario 3**:

- The winner can deploy the first battlegroup **or pass** deployment to the opposing player.
- The winner also gains **Initiative** for the first turn (irrespective of any die rolls or special orders)

The winning **Force** of **scenario 3** gains the following for **scenario 4:**

- The winner can deploy **½** of their **total Forces** first **or pass** deployment to the opposing player who must deploy **½** of their **total Forces.**

The winning **Force** of **scenario 4** gains the following for **scenario 5:**

- The winner can deploy **¾** of their **total Forces** first **or pass** deployment to the opposing player who must deploy **¾** or their **total Forces.**

- The winner also gains **Initiative** for the first turn (irrespective of any die rolls or special orders) The winner may also **pass Initiative** to the opposing player.

The winning **Force** of **scenario 5** gains the following for **scenario 6:**

- The winner of the previous engagement may choose to deploy and activate the **first Unit** in **every turn** up to **turn 4**, or **may pass** irrespective of initiative.

Reserve Forces

Several scenarios allow for the use of reserve forces. These forces and their composition can change the tide of battle at their most crucial time. However, the battlefield, be it planetary or orbital, can be chaotic and unexpected. Thus, the following rules apply for deploying reserve forces:

All scenario board edges will be labeled **1-4**. The number **1** side will **always** start with the **UNSC deployment edge of the map**. The board edges will then be numbered following a clockwise direction from the UNSC side (thus, the **Covenant deployment edge of the map** will always be side **3**).

When a Commander decides to bring in a reserve force, a **D6** is rolled. The results of the **D6** are listed below:

- **A roll of (1)** – the Force is deployed anywhere on the board edge **1**, within 8 inches from the map edge
- **A roll of (2)** – the Force is deployed anywhere on the board edge **2**, within 8 inches from the map edge
- **A roll of (3)** – the Force is deployed anywhere on the board edge **3**, within 8 inches from the map edge
- **A roll of (4)** – the Force is deployed anywhere on the board edge **4**, within 8 inches from the map edge
- **A roll of (5)** – The Force Commander can choose **ANY board edge** on the map to deploy the unit.

- **A roll of (6)** – The reserve unit is placed within **4 inches** of the players **Flagship** or **Ground Commander**

(This represents the commanders' superior ability and technical prowess to bring in reserve forces to his location)

- **Note**: if the Flagship or Ground Commander has been **destroyed** or **killed**, the reserve unit then **CANNOT** be called in, and must wait until the next turn to try again.

Boarding Rules (Fleet Battles only)

For boarding operations in Fleet Battles, use the following rules:

- **All** boarding craft have a range of **16 inches**
- When boarding craft are launched at an enemy element, they must survive the **point defense** attack as normal
- Any surviving boarding craft are then placed on the enemy element and play moves to the next battle group as normal

Boarding Craft Launch example:

The **UNSC** player launches **3** boarding craft at a Covenant element. The pelicans contain **2 normal** marine detachments and **1 ODST** unit.

The Covenant element fires its point defense as normal. The Covenant score enough successes with their point defense, and so **1** UNSC boarding craft is **destroyed** and removed from the map. (as per normal rules)

At the end of the **Battle Group phase**, move to the **Boarding phase** as normal.

Boarding Phase

- The **attacker** adds up his total **security detail** and gathers that many Halo **dice**
- The **defender** adds up his total **security detail** and gathers that many Halo **dice**
  - This will include any boarding craft **sacrificed** in defense of the ship (up to a total of **1** boarding craft)
  - This will also include any **relief** boarding craft launched from nearby friendly ships

(Reminder: only a **maximum** of **(6) attacker** and **(6) defender** boarding craft are allowed on any **one** element)

- The **attacker** and **defender** roll their Halo dice pools **simultaneously**

The player with the **MOST SKULLS WINS** the boarding action.

If a player's boarding craft have the **Assault Specialist** loadout, they may re-roll the number of dice in parentheses.

If both players roll an equal number of Skulls, or No Skulls, then the action is a **stalemate**, and the boarding will continue into the next turn.

Boarding example:

Using the above example, the **UNSC** player has boarded a Covenant element with **(1**) standard boarding crew and **(1**) **ODST** team. The attackers have a total security force of **(6**), thus their dice pool is **(6)** Halo dice. (2+4=6)

The **Covenant** player has a security detail of **(2)**. However, he has **(1)** un-launched boarding craft that he has decided to **sacrifice** for the benefit of

the capital ship. The Covenant boarding craft is removed from the element and now the Covenant security detail is **(4)**. (2+2=4)

Both players now roll their attack and defense dice pools looking to score **SKULLS**.

The **UNSC** player rolls poorly, and only scores **1 Skull**.
The **Covenant** player also rolls **1 skull**.

Normally this would be a **stalemate**, and the boarding action would continue into the **next turn**.

However, the **ODST** boarding craft has the **Assault Specialist** loadout. This allows the UNSC player to **re-roll** the number of dice in **parentheses**. In this case **(2)**.

The **UNSC** player re rolls **(2)** of his attack dice and rolls another **SKULL**, for a total of **(2)**.

This **WINS** him the boarding action, **(2) Skulls to (1)**.

Boarding Resolution

The **Winner** of the boarding action then rolls a **single** Halo die, following the results below:

Attacker Win

Miss = Defending element gains **(1) vulnerable** token

1 = Defending element gains **(1) countdown** token

2= Defending element gains **(2) countdown** tokens

Skull = Defending element gains **(1) damage** token

Note: If this is the **last** damage track on the element, then it suffers a **critical core breach**, and follows the standard rules for such. Also, if this is the **(6) countdown token**, then the element suffers a **critical core breach** and follows the rules for such.

Defender Win

Miss = **(1)** boarding craft is expelled into space, chosen by **Attacker**

(1) = **(1)** boarding craft is expelled into space, chosen by **Defender**

2) = **(2)** boarding craft are expelled into space, chosen by **Defender**

Skull = Attacker has **(1)** boarding craft destroyed, chosen by **Defender** with **NO heroic saves** allowed.

Expelled into Space

Any boarding craft that have been expelled into space from an element, move **8 inches** from the element in any direction.

During the **End Phase**, these boarding craft must make a **heroic save**. If the boarding craft are successful in their heroic save, then they may move to a **friendly element** within **16 inches** of their location. The friendly element must have room to berth the boarding craft.

If **no** friendly elements are in **range**, or have **capacity** for the boarding craft, it is **immediately destroyed** and removed from the board.

Note: There are **no "adrift**" tokens in this campaign. If the boarding craft do not roll a save or are not in range of a friendly element to support them, then they are **destroyed** and removed from play. However, if a boarding craft makes it back to a **friendly element**, it may be refitted and **relaunched** on the next turn.

Reaction Fire (Ground Command Only)

When a unit has not activated and reaction fires, the unit gains an **Activation** token as normal.

If a unit has **already Activated**, and attempts a reaction fire test, (on the second react number), then that unit **AUTOMATICALLY** gains a **RED COOLDOWN** token whether it **succeeded or failed** the reaction test.

ANY unit that has activated **AND** has a **RED COOLDOWN** token, **CANNOT** make **ANY** more reaction fire attempts for the remainder of the turn.

This means a Commander will have to weigh the true nature of the threat against a unit failing a reaction test and being able to not react the rest of the turn. (It also guards against powerful units reacting to every unit over and over.)

Example:

A **UNSC Marine squad** and a **Scorpion Tank** have already activated this turn, but the Force Commander wants to attempt a reaction test on a new Covenant threat. However, the Scorpion already tried a reaction test earlier in the turn and **failed**. Therefore, the **Scorpion ALSO** has a **RED COOLDOWN** token attached to it. This means that the **Scorpion** can **no longer** attempt a reaction test this turn. The **Marine squad,** however, has **not** attempted a reaction test this turn. The Force commander rolls and achieves the second reaction number. The Marines can now fire on the new threat. **After** the Reaction combat is resolved, the **Marines** now gain a **RED COOLDOWN** token, and they can **no longer react this turn**.

SENARIO 1 **(EN)Force Recon**

Fourth Cycle, 27 units (Covenant Battle Calendar)

Aboard the ORS Heavy Cruiser, **Penitents Vow**

The Shipmaster paced across the bridge. He looked again at the hologram screen. A smokey blue nebula floated in front of him. It was all so very quiet as he clicked his mandibles in agitation. He yearned for battle. It had been so long since he tasted blood. Why were the Prophets punishing him? He only longed for glory, and the Great Journey of course. Perhaps it was his overzealousness that put him at the point of the fleet. Of course, his battle groups were the finest in all the **Fleet of Execution of Honor**. But this, was, dare he think, insulting. He glanced again at the transmission.

From Fleet Admiral Xytan Jar Wattinee

Fleet of Execution of Honor

To Shipmaster **Penitents Vow**

Proceed ahead of the main fleet to system 5372ROE. The humans refer to it as "Atlas". Scout out resources and **impediments** to the Great Journey. Engage only if you must. Return with information so as further plans may be made.

His mandibles clicked again. He swallowed his anger. He growled for the Sensor Officer to start scanning the system. Knowing his luck, all they would find would be a Kig-Yar pirate. As he continued to pace the

Sensor Officer, a fine Sangheili of somewhat moderate honor reported that slipspace ruptures were opening on the far side of the nebula. The Shipmaster immediately stopped. He looked again at the hologram. "What type of ships?" he asked. "Too distant to identify Shipmaster," the officer replied.

A Uggoy was now running toward the Shipmaster and said, "We must call for assistance at once!" The Shipmaster swung the back of his hand at the Uggoy, striking him on the side of his methane tank. The Uggoy flew across the bridge and into a bulkhead pulsating with a purple glow. "Get this coward off of my bridge!" the Shipmaster barked. Two fellow Uggoys picked up their dazed comrade and carried him into the passageway.

He turned back to the hologram, "Sound battle notice to all ships!" The Sensor Officer replied, "But Shipmaster, what of our orders?" The Shipmaster turned and raised the back of his hand again to strike, but the Sensor Officer did not move. The Shipmaster slowly lowered his arm, clicking his mandibles. "We shall honor our orders, by making…preparations…"

Scenario 1 **(EN)Force Recon**

1305 hours, September 27, 2530 (Military Calendar)

UNSC Geronimo

In high orbit above the planet Nederi, Escalante Cluster

Omega Nebula, Orion Rim

The Commander rose from his chair on the bridge of the UNSC Geronimo. He needed another cup of coffee. After all the time on repairs, he had hardly slept. "Ensign, get me another cup of this crap!" he barked. It was supposed to be coffee beans from Central America back on earth, but it tasted like the swill they serve in the Jericho sector. The Ensign brought him another cup. She was a good recruit, very level-headed. The UNSC would need more like her in the years to come. He just hoped she would survive that long. He knew his days were numbered. In the few engagements he'd been in with the Covenant, they had completely outclassed us militarily. He looked again at the data pad and wondered if today would be his day.

From: UNSC Fleet Command

Lord Hood, Admiral 12th Fleet

To: Commander UNSC Geronimo

Task Force Apache

Atlas sector theater of operations

Begin transmission…

The Office of Naval Intelligence believes that a Covenant Fleet is positing itself to strike the Atlas system of moons. The current composition and location of this fleet is **unknown**. As the current Task Force assigned to Atlas, your orders are to be on high alert for any Covenant intrusions into the Atlas system. Determine enemy strength and intentions.

A reminder to always engage the Covenant in strength and guile. Reinforcements from the 12th Fleet including the **UNSC Arizona** are en route to the Atlas system.

End transmission…

The Commander gulped the coffee, making a face as he forced it down. The **Arizona**? Why would FleetCom send a supercarrier? The Commander grimaced. They are expecting something big, he thought. And his Task Force was the welcome mat. He looked across the bridge and gazed at the Comm Officer and said, "Signal Task Force Apache, we will be jumping to the Atlas system." "Aye sir," came a swift reply. The Commander also advised all ships to go on combat alert. "Yes…yes sir," came a much more…unsure reply.

The Ensign was standing by the Nav Officer's station. She was eager to learn all the functions of the Epoch class carrier. "The slipspace jump will only take a few minutes, Commander." "Excellent…Jump the ship". The huge carrier shuddered, then seemed to float into the slipspace rupture. He loved faster-than-light travel. It was like time stopped. Well, it kind of does, but it's more than just theoretical to him. It's a feeling.

"All ships signal battle ready," the Comms officer reported. The Commander was jogged out of his daydream by the voice, which was more self-assured this time. "Coming up on the Atlas Moons," said the Ensign. Well, if it's going to happen today, at least he won't have to drink that coffee anymore, thought the Commander.

The Ensign continued, "Exiting slipspace in 3…2…1."

(EN)FORCE RECON Scenario 1 set-up

MAP SIZE 4x4 Turn Limit: **3 turns**

TERRAIN

Place terrain as per map

*Asteroids reduce speed to ½ and firepower -2 (ships take no damage)

DEPLOYMENT / BOARD EDGE

The UNSC player is board edge 1.

Deployment is 8 inches from board edge.

VICTORY CONDITIONS

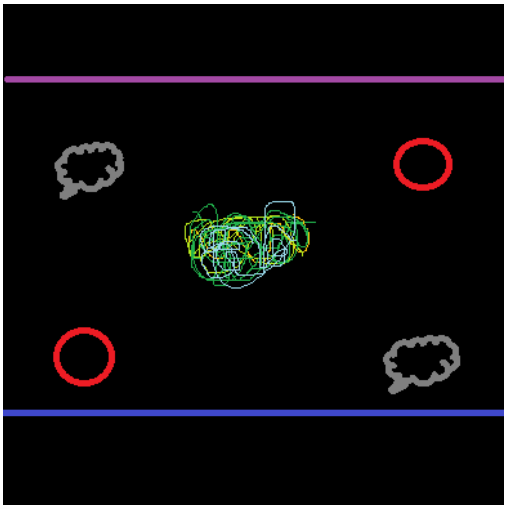
Destruction – **1VP** for each Build Rating Point

*there are **NO** VP points for any special boarding craft

The **Force** with the most **VP points** at the end of 3 turns **WINS**

RESERVE FORCES

There are no Reserve Forces for this scenario.



Deployment zones= 8 inches Grey=Asteroids

Red=Planet Gas Nebula in middle

UNSC Force List

Wing Commander		50 pts	
BG1)	x1 Supported Epoch	190 pts	
	X1 Frigate (Arrowhead)	25 pts	
BG2)	x2 Marathon Cruiser	190 pts	x4 **ODST** 40 pts
	X2 Frigate (Arrowhead)	50 pts	
BG3)	**Cyclops Specialist Group**		
	X1 Supported Marathon	110 pts	x1 **Spartan** 40 pts
	X3 Frigate (Trident)	75 pts	x1 **ODST** 10 pts
BG4)	**Harpy Specialist Group**		
	X3 Frigate (Arrowhead)	75 pts	
	X3 frigate (Trident)	75 pts	
		930 total points	

COVENANT Force List

Wing Commander		50 pts	
BG1)	x1 Supported ORS	220 pts	x1 **Hunter** 20 pts
	X1 Corvette (Oblique)	40 pts	x1 **Elite** 10 pts
BG2)	x1 Supported CCS	170 pts	
	X1 Corvette (Oblique)	40 pts	
BG3)	**Oathsworn Specialist Group**		
	X2 CCS Battlecruiser	300 pts	
	X2 Corvette (Line)	80 pts	
		930 total points	

SCENARIO 2: **Execute Plan of Essence**

Fourth Cycle, 55 units (Covenant Battle Calendar)

Phantom Dropship **Ech**

En route to Planet 6572368LVB, “atlas” system

The **Warhost Leader** was beside himself. At last, he would get to prove himself. He was only just promoted a cycle ago. This would be his first taste of TRUE combat. The humans, at times, could prove to be a worthy adversary. Their ships were no match for the Covenant; that was a given. However, during several land battles, they fought with ferocity. Especially when their cities were being cleansed by CPV Heavy Destroyers.

The planet they called “Harvest” was all but lost, yet they poured many resources into retaking it. He chuckled at the foolishness of the cause. But humans did many things that were…unexpected. On the ground in battle, that could be dangerous.

The Phantom hit an air pocket, and the ship dropped. The **Warhost Leader** was prepared, as he was holding onto a security drop harness. The unfortunate Uggoy across from him was not, however. He rolled across the deck of the phantom, almost falling out of the transport. Quick action by his fellow Uggoy saved him from a long drop to the battlefield. Ure Zellack yelled at the Uggoy, “You should have let him go. He would have had the glory of being first on the battlefield!” The other Elites burst into laughter.

This was a good command. He was proud to be leading them into battle. Even if it was a small force. He activated his visor and updated his orders:

To: **Warhost Leader**

BattleGroup **En Geda**

From: **Minor Profit of Essence**

Proceed to the planet with all due speed. Gather any **knowledge** the heretic humans may possess of our objective. Cleanse the planet of unbelievers and return to us.

The voice comms crackled…"**Warhost Leader**, we are approaching the deployment zone!" Everyone readied their weapons. He would not let the humans "surprise" him on this mission…

Scenario 2 **Execute Plan of Essence**

0607 hours, October 1st 2530

The Orphan Boy Valley, North Continent

Atlas moon, **Stronghold**

Omega Nebula, Orion Rim

Begin decryption…….passkey..'ensida'…….

Transmission enabled……..display message…….

To UNSC Ground Commander
From UNSC Fleet Command **via** Task Force Apache…

Commander, a small but capable Covenant ground force is en route to the Atlas moon **Stronghold**. Your orders are to determine Covenant strength and intentions. **Do not** let any Covenant forces acquire any UNSC intelligence including UNSC base locations or Fleet operations in the Atlas sector. Re enforcements are **unavailable**.

End transmission….

"You son of a ….." The Colonel gritted his teeth and thought, they assign me to a backwater station with nothing but green recruits…and then tell me that I have to hold off a Covenant invasion…with **NO** backup…He tossed the data pad into his environment popup. He then realized that the LT was still standing behind him. He quickly regained his composure. It would do his

men no good to see his frustration with Command. He said, “Lieutenant, get the men ready to move out.” “Yes sir,” came a quick reply.

The camp came alive, and within minutes UNSC Marines were gearing up and readying weapons. In the distance the Colonel could hear the low rumble of a LRV Warthog starting up. These were good Marines. They may be green but still very capable. Also, we had one big advantage over the Covenant. This was our moon. This was our…**Stronghold**…

The Colonel knew the topography of where the Covenant landing force was headed. It would provide a lot of cover and concealment. If…if they could get there in time. The Covenant drop ships were fast, but nothing could beat a Warthog with a capable operator.

As his Marines were ready to move out, he took a last look at the peaceful valley. Tall trees swaying in the gentle wind and green grass everywhere. It reminded him of the rolling hills of Nebraska where he grew up. A steely determination grew in his stomach. “No way are we losing this to those Covey Bastards…no way.”

Scenario 2 **Execute Plan of Essence**

MAP SIZE 4x4 Turn Limit: **3 turns**

TERRAIN

Place terrain as per map

DEPLOYMENT / BOARD EDGE

The UNSC player is board edge 1

Deployment is 8 inches from board edge

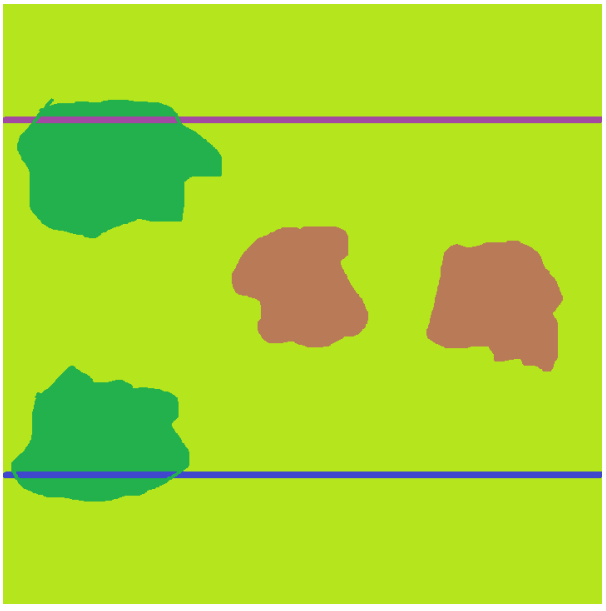
VICTORY CONDITIONS

1VP for each Build Rating point

The **Force** with the most **VP points** at the end of turn 3 **WINS**

RESERVE FORCES

There are no Reserve Forces for this scenario.



Deployment zones = 8 inches

Dark Green = forest / shrubs Brown = hills / elevation

UNSC Force list

Commander – **LT Colonel**	50pt
BG 1) Marine Officer	80pt
Trooper (4 Standard Elements)	120pt
Trooper (4 Standard Elements)	120pt
Fire Support (2 Standard Elements) (2 Rocket Elements)	170pt
2 Warthogs (Chain gun)	240pt
	--------
	780 total points

Covenant Force List

Commander – **Warhost Leader**	50pt
BG 1) Elite Zealot Leader	125pt
Grunt (4 Standard)	80pt
Grunt (1 Elite, 3 Standard)	100pt
Grunt (1 Elite, 3 Standard)	100pt
2 Hunters	240pt
1 Scout Ghost	80pt
	-------
	775 total points

TASK FORCE APACHE

Above the Atlas Moon **Stronghold**

Scenario 3 **OPERATION LITTLE BIG HORN**

2216 hours, October 3, 2530 (Military Calendar)

MAC Platform **Durango**, Atlas Moon Cluster

Omega Nebula, Orion Rim

Rear Admiral Michael Stanforth strode across the metal deck plating of the command center. He walked with purpose and assurance. As he approached the large window in front of him, he repeated his request. "Where is the latest intel report?" His tone was more annoyed now.

Everyone on this station was more lackadaisical than he preferred. Maybe it was because the **Durango** was relatively new and powerful. Her sister station, the **Omaha**, was older but just as formidable. These stations were capable of hurling a slug the size of a Scorpion Tank at almost the speed of light. Even the most stout Covenant ships couldn't withstand that kind of firepower.

But no, it was more than that. The crew was relatively new. Most had no combat experience. Their information on this new enemy was mostly from the UNSC Media Group. The Media Group reported how timid the Covenant are, and how our "superiority" will make this a short "conflict". What a joke. Stanforth grimaced. Even in the face of adversity, some want to bury their heads in the sand.

His thoughts were interrupted by Ensign Conner. She handed him a data pad with the latest intelligence report. He frowned as he scrolled down.

> UNSC listening outpost LV423 reports the following drive silhouettes and their escorts:

2-ORS Heavy Cruisers

Blockade Runner

CVP Destroyer

DCS Support ship

2 CCS Battle Cruisers

Two ORS Cruisers and a pair of CCS Class Battle Cruisers!

Shit…this war is about to get very real for some of these crewmembers.

He looked back out the window. Three gentle Atlas moons floated against a dark background. That kind of fleet composition can only mean one thing. The Covenant were coming for the UNSC base on the moon **Arapahoe**.

But he still had the advantage. Intel reports that the Covenant do not know on which moon the UNSC base is located. With all the electromagnetic interference from the Nebula, they will have to get in close to scan the planets. And that's when he'll use his ace in the hole. Actually… two of them. The **Durango** and **Omaha**. Their MAC rounds can reach the entire system.

But of course, it all depends on the Covenant Commander. If he locates the base before the MACS fire, he could have a ground force on the moon before anyone can react. It was a big gamble. Leaving the moons undefended by the fleet…was a huge risk. But if he had learned anything in this war…it was that through risk lies victory. Lying in wait for your enemy is a sound tactic. Unless your opponent is a grizzly bear…

He shook the doubt from his mind. "It's a good plan. We're going to give those Covey a bloody nose." "Excuse me sir?" Stanforth didn't realize he spoke that out loud. Ensign Connor was still standing there. She looked

confused. “Signal the Fleet Ensign, and bring us to combat status.” “Yes Sir” quipped the Ensign.

It’s time to trap a Grizzly…

Fourth Cycle, 63 units (Covenant Battle Calendar)

CCS Battle Cruiser **Eternal Obligation**

Entering system SNV4627 (human term Atlas)

"**Fleet Master**, we have detected 3 distinct planetoids. However, we cannot isolate which one the humans have infested." **Rho Baruntamee** roared with anger. He grabbed the Uggoy at the station before him, and threw him into the hallway. The walls pulsed purple with the impact. The Uggoy was clearly dazed and wondering how he left his station.

"Are you telling me, **Shipmaster**, that your equipment is not 100% operational on the last cycle before battle?" The Shipmaster stood his ground, despite the overt threat Rho had just given him. "The Nebula is interfering with our scans. We will need to move closer to the planetoids." The Elite never flinched. Rho was quite impressed with him, despite the fact that he originated from the most loathsome hemisphere on Sangheili.

Rho clicked his mandibles as his thoughts returned to the tactical disadvantage he found himself in. These humans were no match for the Covenant. Yet their guile was not to be underestimated.

He glanced again at the hologram in the center of the command station. Three planets hung in the air. And one of them held a human base of operations in this system. **Rho's** nostrils flared at the thought. But more than that. The humans may have located, yet unknown to them, a **Forerunner Temple**. Treasures beyond imagining. This could vault him to Fleet Admiral!

However, he needed to know which planet held the information. He could split his forces, but that would leave them weaker. He could go planet to planet, but that would take time – and patience was not a characteristic of The **Profit of Essence**.

The **Shipmaster** broke his train of thought. "Sir, we have some sensor echoes on the far side of the system. It could be human ships." **Rho** looked at the Uggoy staggering back to his station. It felt like a trap. But the Great Journey would not wait for the cowardly.

"Signal the fleet…today we fulfill our **Eternal Obligation**!!

Scenario 3 **OPERATION LITTLE BIG HORN**

MAP SIZE 6X4 Turn Limit: **4 turns**

TERRAIN

Place as per map

Asteroids reduce speed to ½ and firepower to -2

Nebula reduce firepower to -1

DEPLOYMENT / BOARD EDGE

The UNSC player is board edge 1

Deployment zone is ½ of board edge & 8 inches deep

Each player must announce their fleets **FLAGSHIP**

OBJECTIVES

The **UNSC player** will have (**3**) objective markers. He will choose (**1**) marker to be his **base location**. He will then place one of the markers **face down** on each of the planets. (Thus, one planet will be the UNSC base but only known to him).

The Covenant player must move his ships into range in order to **scan** the planet for the hidden UNSC base.

Capital Ships must be within **4** inches of the planet to **scan.**

Small Ships must be within **2** inches of the planet to **scan.**

To scan: roll **1 halo die** for each battlegroup

A roll of (**1**) or (**2**), the **scan succeeds**, and the planet marker is revealed.

A roll of (**miss**) and the scan **fails.**

A roll of (**skull**) the scan **fails**, but the player can choose to **re-roll**. However, if the **second** roll is a (**miss**) or (**Skull**) then the

Covenant player takes a **vulnerable** token on **all** elements in the battlegroup (and no more re-rolls permitted)

Note: A battlegroup can move and fire as normal but can only "**scan**" once per activation/round.

VICTORY CONDITIONS

Covenant - **4VP** for locating the UNSC **base**

1VP for each build rating **destroyed**

UNSC – **3VP** for destruction of Covenant **Flagship**

1VP for each build rating **destroyed**

The **Force** with the most **VP points** at the end of **4** turns **WINS**

RESERVE FORCES

Each player **must** choose (**1**) battle group to be a **reserve force**.

These reserve forces **CANNOT** contain the **Flagship** of either force.

The reserve force **CANNOT** be deployed until **AFTER the 1st turn**.

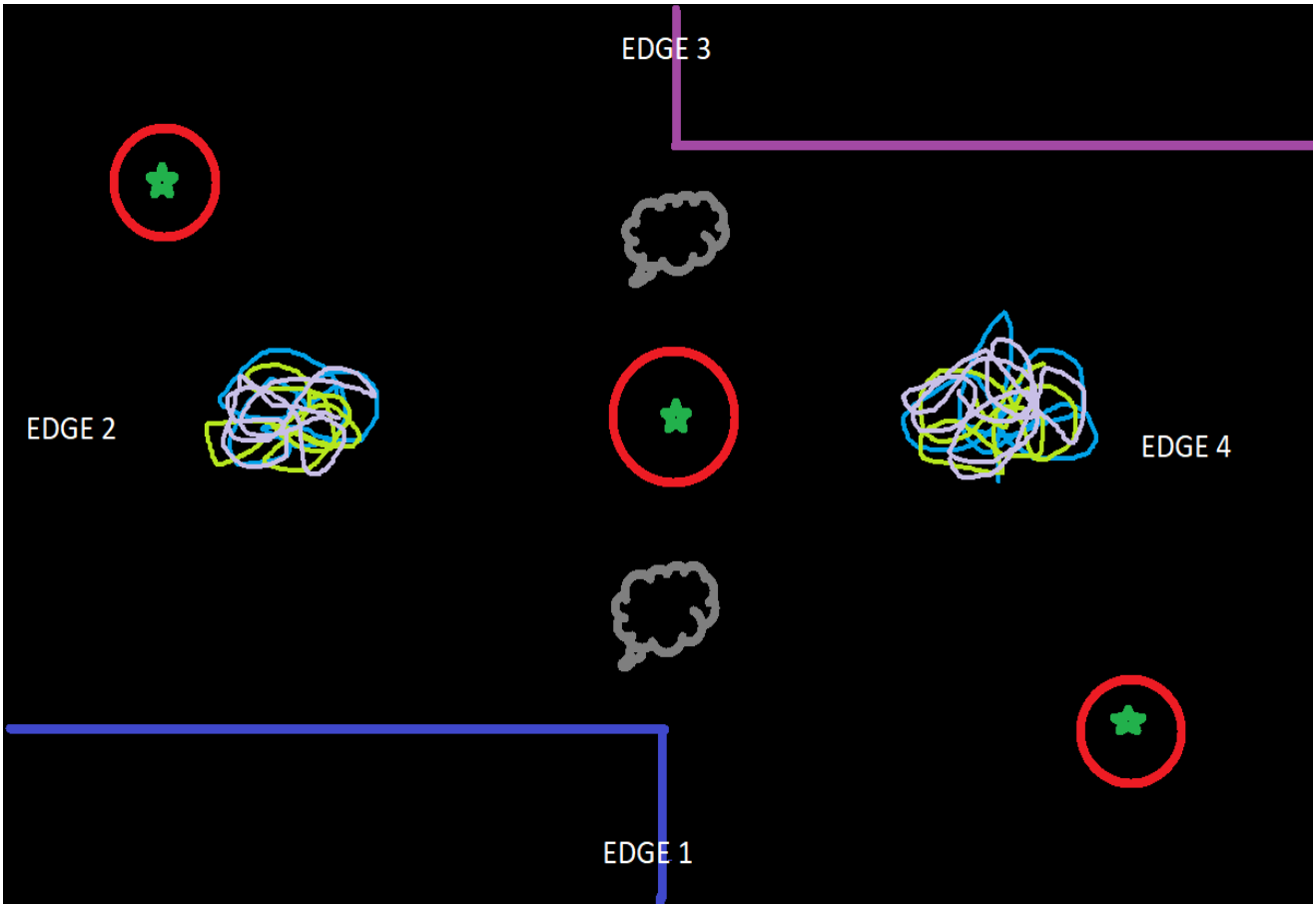
If a player decides to bring in his reserve force, roll a D6 to determine the slip space exit point.

- **A roll of (1)** – the Force is deployed anywhere on the board edge **1**, within 8 inches from the map edge
- **A roll of (2)** – the Force is deployed anywhere on the board edge **2**, within 8 inches from the map edge
- **A roll of (3)** – the Force is deployed anywhere on the board edge **3**, within 8 inches from the map edge
- **A roll of (4)** – the Force is deployed anywhere on the board edge **4**, within 8 inches from the map edge
- **A roll of (5)** – The Force Commander can choose **ANY board edge** on the map to deploy the unit.

- **A roll of (6)** – The reserve unit is placed within **4 inches** of the players **Flagship** or **Ground Commander**

(This represents the commander's superior ability and technical prowess to bring in reserve forces to his location)

- **Note**: if the Flagship or Ground Commander has been **destroyed** or **killed**, the reserve unit then **CANNOT** be called in, and must wait until the next turn to try again.
- **Reminder**: the **UNSC board edge** is always side **1**. The board edge then moves in a clockwise direction. (The **Covenant side** will always be **edge 3**)



Deployment Zones = 8 inches

Red = Planet

Grey = Asteroids

Lines = Gas Nebula

Green Stars = Markers face down (1 hidden base marker placed on planet of UNSC player's choice)

UNSC FORCE LIST

Michael Stanforth Rear Admiral	100pt			
BG1)	X2 MAC Platforms	320pt		
BG2)	Defended Valiant	160pt	x1 **Spartan**	40pt
	X2 Paris Frigate (Arrowhead)	50pt		
BG3)	Supported Orion	135pt		
	X2 Paris Frigate (Trident)	50pt		
BG4)	Supported Marathon	110pt		
	X1 Halberd Destroyer (Axe)	50pt		
BG5)	**Specialist Battlegroup Orthrus**			
	X2 Epoch	350pt	x4 **ODST**	40pt
BG6)	**Specialist Battlegroup Cerberus**			
	Paired Marathon's	220pt		
BG7)	**Specialist Battlegroup Shield Wall**			
	X3 Paris Frigate (Shield)	120pt		
		1745 total points		

Covenant Force List

Rho 'Barutamee Fleet Master 100pt

BG1) Escorted Blockade Runner 190pt x2 **Elite Zealots** 20pt

X1 Corvette (Line) 40pt

BR2) Supported CVP Destroyer 130pt

X1 Corvette (Line) 40pt

BR3) Supported DCS Support Ship 115pt

X2 Corvette (Oblique) 80pt

BG4) CCS Battlecruiser 150t

X1 Corvette (Oblique) 40pt

BG5) **Specialist Battlegroup Harbinger**

X2 ORS Heavy Cruiser 480pt x2 **Hunter Cadre** 40pt

X2 Corvette (Line)

BG6) **Specialist Battlegroup Penitent**

Paired CCS Battlecruiser 260pt x2 **Elite Zealots** 20pt

1705 total points

Scenario 4 **Hell Froze Over**

Fourth Cycle, 83 Units (Covenant Battle Calendar)

Planetoid SG1254, lower continent

Landing zone Zelha, Assault Gun Carriage **Bane of Existence**

Ripa 'Moramee clinched his fists. He tried to withhold the disdain on his face. The **Prophet** snapped at him again. "Commander! Are you listening to me?" **Ripa** swallowed his disdain and looked back at the hologram. He could not help but think that the **Minor Prophet of Essence** resembled a worm. Indeed, at this moment, he wanted to crush the Prophet like a worm. He shook the thought…heresy. "Yes **Prophet**, I am listening."

Essence then continued with his monologue. "I care not for your logistical requests! Your only task is to find the **location** of the **holy relics**." **Ripa** interrupted, "My Force is not adequate for these environmental conditions."

Essence seemed to float in the hologram. "The units provided to you are more than adequate for the task…Unless **YOU** are not up to the task…Commander…"

Ripa clicked his mandibles. It was better that he was on this frozen planetoid. If he were back on Covenant Assault Carrier, **The Execution of Honor**, he would have killed the **Prophet** for that slight.

"Sir", **Ripa** implored…"No flyers can operate currently. I am only requesting you release the **Ultras** to my command."

"Very well", the **Prophet** relented, "but the **Fleet** will arrive at the **new cycle**. And you must attain the relic location before then. If not, then we will have to continue this discussion in my holy chamber." The hologram clicked off.

The **Prophet** meant that as a threat, but **Ripa** looked at it as an invitation. Would killing one **Minor Prophet** be worth sacrificing the **Great Journey**? He would have to come back to that thought. Right now, there was a battle in front of him to be won. And now he had control of the **Ultras**. He channeled his anger at the humans.

Signal all forces to begin deployment!

Scenario 4 **Hell Froze Over**

1003 hours, October 5, 2530 (Military Calendar)

UNSC Base **Broken Bow**

Atlas Moon **Arapahoe**

Omega Nebula, Orion Rim

John Forge was amazed at how fast things change. 72 hours ago, he was in the brig. After a drunk Lieutenant made a pass at his wife in a bar, fists went flying. At least the brig on Mars was warmer. He was downright cold here. The snowstorm seemed to come out of nowhere.

He wasn't even sure how he got to this base. He was en route to his new assignment on the **Spirit of Fire** when he stopped over on Mars to see his wife. The one thing John does remember about that night was **Admiral Cole.**

"You really screwed the pooch on this one John," Cole remarked. "Striking an officer is bad enough. Worse when their mommy is **ONI**. I'll need to hide you until all this dies down."

John understood. This wasn't his first rodeo. Problem was, he hadn't ever heard of this moon…**Arapahoe**. He had a vague idea of the **Atlas Moons** but not much else. As he thought about it though, it was a great place to "hide" someone. Not much going on out here.

Up until about 48 hours ago that is. Then all hell broke loose. A major engagement in orbit, and now, a large **Covenant** landing force intent on taking **Broken Bow**.

Right where he was "hiding." Thanks Admiral… But this base would not be easy to take. The storm was a major factor. The marines here said that

the moon is in the 18th month of a 2-year winter cycle. The storm would definitely change battle tactics. Mobility and range would be limited, and air support would Axnot be available.

John was content not to think of the tactics and just follow the base commander's orders. Until he was told the base commander was killed by a Covenant recon force last night. Orders from **FleetCom** just came in naming **John Forge temporary Commander** of **all forces** at **Broken Bow** base.

He cursed **Cole** yet again… Well, we better get these Marines into some defensible positions. This was going to be a hard fight, and a cold one for sure…

Scenario 4 **Hell Froze Over**

MAP SIZE 6x4 **TURN LIMIT**: 5 turns

TERRAIN

Place terrain as per map

In the middle is a UNSC Garrison building

Other buildings are placed around the center Bunker

Hills, trees or other terrain is placed in line with Covenant deployment zone

DEPLOYMENT / BOARD EDGE

Board edge is as noted

UNSC Deployment is an **8 inch circle** around the center Bunker

Covenant Deployment is **16 inches** from side **2** and **4** of map

OBJECTIVES

The intelligence the Covenant need is in the central **Bunker**

Therefore, the Covenant need to occupy it.

If the Covenant occupies the central **Bunker** with an infantry unit for **2 consecutive turns**, they will **automatically** win a **CRUSHING VICTORY**

If the Covenant **DESTROY** the Bunker, they gain **3VP**

The Bunker has a damage track of **7-7-7**

The Covenant also gain **1VP'**s for each **Build Rating** destroyed

The UNSC will gain **2VP** if they **assassinate** the Covenant **Commander**

The UNSC also gain **1VP** for each **Build Rating** destroyed

VICTORY CONDITIONS

The **Force** with the most VP at the end of **turn 5 WINS**

ENVIROMENTAL CONDITIONS

The engagement takes place on a wintertime map, during a strong winter storm. Therefore, the following special rules apply:

- **No flyers** or **air support** can operate in the **storm**
- Because of heavy snow conditions, **ALL units**, (Infantry or Mechanized) can **ONLY MOVE** at its **first movement stat** (no units may move "flat out")
- Due to low visibility during the storm, **NO units** (Infantry or Mechanized) can fire at long range (**ALL** units must **FIRE** using their **short range stat**)
- The **POINT BLANK** loadout is **DISREGARDED** for this scenario

RESERVE FORCES

Each Force Commander must choose **(1) UNIT** of any **BattleGroup** to be their Reserve Force. This reserve unit must **exclude** the **Commander** and **Orbital Drop Units**. The Force Commander may elect to bring in his reserve forces any time **after the 1st turn**.

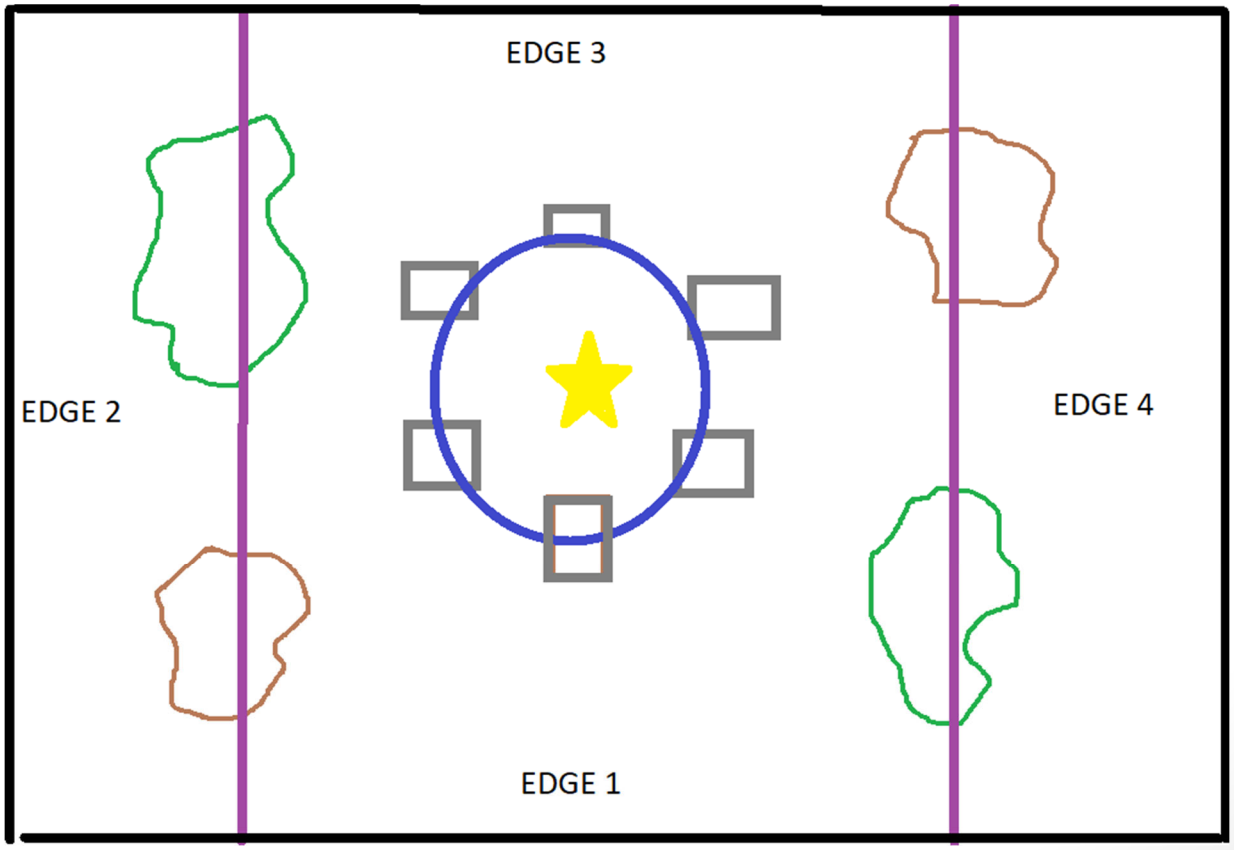
If a player decides to bring in his reserve force, roll a D6 to determine the unit entrance point.

- **A roll of (1)** – the Force is deployed anywhere on the board edge **1**, within 12 inches from the map edge
- **A roll of (2)** – the Force is deployed anywhere on the board edge **2**, within 12 inches from the map edge

- **A roll of (3)** – the Force is deployed anywhere on the board edge **3**, within 12 inches from the map edge
- **A roll of (4)** – the Force is deployed anywhere on the board edge **4**, within 12 inches from the map edge
- **A roll of (5)** – The Force Commander can choose **ANY board edge** on the map to deploy the unit.
- **A roll of (6)** – The reserve unit is placed within **4 inches** of the player's **Flagship** or **Ground Commander**

(This represents the commander's superior ability and technical prowess to bring in reserve forces to his location)

- **Note**: if the Flagship or Ground Commander has been **destroyed** or **killed**, the reserve unit then **CANNOT** be called in, and must wait until the next turn to try again.



Star – Bunker Grey Square – Various Buildings

Brown – Hills Green – Trees or other terrain

SGT JOHN FORGE

UNSC Commander

100 POINTS

STANDARD ORDERS

MARK YOUR TARGET

The UNSC player may **add 2** additional Halo Dice to their Attack Dice Pool (Including Melee) This order must be Issued prior to any attack being made

TAKE COVER

Increase the cover level of the target Infantry unit **by 1**, up to a maximum of Heavy Cover. Vehicles (including flyers) Improve SOAK by 1. This order must be Issued prior to an enemy's Firing Action.

STAY SHARP

The player may **add 1** to a Unit's Reaction Fire result. This Order must be Issued prior to a Reaction Fire Test being made

SPECIAL ORDERS

SGT MELEE

Add 2 Melee dice to a friendly unit in Melee combat. If that unit makes a charge move, Add a D6 to its flat out move distance

LOOK ME IN THE EYE

Allow a friendly ELEMENT to perform a **Heroic Save (Leader)**. This order can be issued AFTER any attack dice roll.

UNIQUE ABILITY

Sgt Forge was a born warrior whose training and discipline had left Him with a "unique" personality and method of getting things done. Those under his command trusted him greatly.

Once per turn, **Reduce** a friendly units **Suppression** dice roll by **-4**, **OR** add **+4** to it's **Reaction Fire** dice roll for the entire turn.

RIPA 'MORAMEE

Covenant Commander

100 POINTS

STANDARD ORDERS

MARK YOUR TARGET

The Covenant player may add **2** Additional **Halo Dice** to their **Attack Dice Pool** (including Melee)
This order must be
Issued prior to any attack being made

TAKE COVER

Increase the cover level of the target Infantry unit **by 1**, up to a maximum of Heavy Cover. Vehicles (including Flyers) may improve a Units **SOAK by 1**
This Order must be issued prior to an Enemy's Firing Action

STAY SHARP

The player may **add 1** to a Unit's Reaction Fire result. This Order must be Issued prior to a Reaction Fire Test being made

SPECIAL ORDERS

I CARE NOT FOR YOUR LIFE!

BEFORE ANY Melee dice are rolled, a friendly unit in Melee may **sacrifice 1** element to deal ONE Melee damage on a roll of 1 or 2. If successful, this Damage **CANNOT** be Negated by a **Heroic Save**

I LIVE TO SERVE THE HOLY ONE!

During any Melee, a friendly unit can reroll up to **2 failed Melee** dice, including the failed Melee dice that have been already re rolled using the Battle Hardened loadout.

UNIQUE ABILITY

Ripa "Moramee was an extremely brutal and ruthless Commander with an uncharacteristic, blatant disregard for Sangheili traditional values. As the Arbiter he was also very arrogant and bold. Any time during it's turn, **ONE friendly** unit can take **1 damage** to remove **all** it's Cooldown and/or Activation tokens. The unit is then **free** to **Activate again** normally

UNSC FORCE LIST

Sgt John Forge, Acting Ground Commander	100pt
BG1) **Mechanized Infantry Battle Group**	
Marine Officer	80pt
X4 Marine Trooper (Standard Element)	120pt
X4 Marine Trooper (Standard Element)	120pt
X1 Scorpion Battle Tank	250pt
X4 ODST Helljumper	230pt
(with Death From Above Loadout)	
(x1 Sniper, x1 Rocket Loadout)	
BG2) **Heavy Support Specialist Battle Group**	
X2 Marine Trooper (Standard Element)	170pt
X2 Heavy Machine Gun	
X2 Marine trooper (Standard Element)	170pt
X2 Heavy Machine Gun	
X1 SPARTAN Special Warfare Asset	190pt
X2 Mongoose Ultra Light ATV	120pt
BG3) **Armored Cavalry Specialist Battle Group**	
X2 Warthog (chaingun)	240pt
X2 Rocket Hog	250pt
X2 Gauss Hog	250pt

	2290 total points

COVENANT FORCE LIST

Ripa 'Moramee Ground Commander	100pt
BG1) **Hunting Host Infantry Battle Group**	
Elite Zealot Warhost Leader	125pt
X4 Uggoy (Grunt standard Element)	80pt
X4 Uggoy (Grunt Standard Element)	80pt
X3 Uggoy (Grunt Standard Element)	80pt
X3 Evocati (Ultra)	200pt
(with Death from Above Loadout)	
X3 Elite Assault	150pt
X2 Revenant Light Assault Gun Carriage	300pt
BG2) **Kig Yar Raiding Brood Specialist Battle Group**	
X4 Jackal Assault	120pt
X4 Jackal Assault	120pt
X1 Wraith Assault Gun Carriage	250pt
X1 Elite Officer – Warhost Obedientary	100pt
BG3) **Spectral Host Specialist Battle Group**	
X2 Storm Ghost Rapid Attack Vehicle	200pt
X2 Storm Ghost Rapid Attack Vehicle	200pt
X2 Storm Ghost Rapid Attack Vehicle	200pt

	2305 total points

Scenario 5 **King Of The Hill**

Fifth Cycle, 03 Units (Covenant Battle Calendar)

CAS Assault Carrier **Execution of Honor**

Intersecting planetoid ZBT377496

(Human 'Atlas' system)

Fleet Admiral Xytan Jar Wattinree could appreciate Ripa's disdain for **Essence**. He had been told the Commander had referred to the Profit as a "worm". This would have normally earned Ripa a quick execution. That might even secure Xytan's hold on position. He knew Ripa was maneuvering for a higher station. But Xytan tended to agree with Ripa on this matter. Essence did resemble a worm, in likeness and personality. At least Ripa did not have to suffer having the Minor Profit onboard his Flagship.

Xytan's personal thoughts were again interrupted by the Profits floating chair bumping into him. The Profit could not even maneuver the chair with any grace. "Admiral! Why must I keep repeating myself to all my commanders?" Essence did not wait for a reply. "What is the position of the relic? Have all my commanders failed me? Must I do even this menial task myself?"

Xytan waited for the Minor Profit of Essence to finish his tantrum. After a few moments of silence, Xytan continued…

"As I said, we have located the planet that contains the Holy Relic. However, a large and somewhat capable human fleet has entered the system."

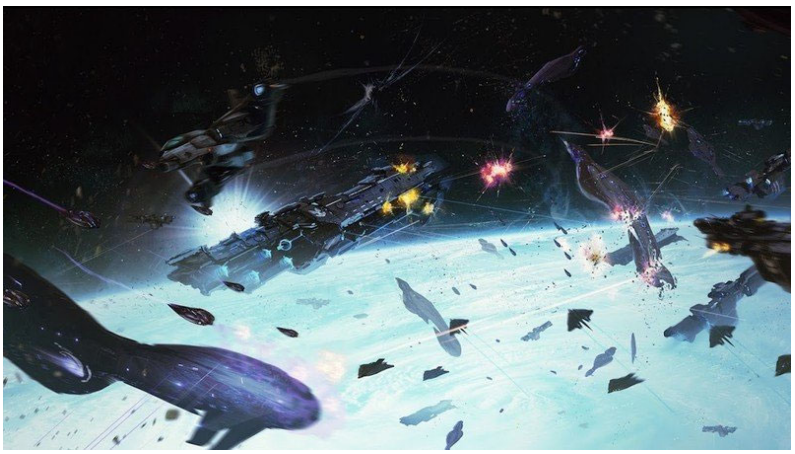
“I care not for the human fleet, anymore than I care for your life! The Great Journey is all that matters! And the beginning of this Journey lies on that planet! I ‘order’ you to make all haste to the planet and recover the relic!”

Xytan almost laughed out loud. Only the High Profits could ‘order’ a Fleet Admiral. Essence was merely a ‘minor’ spiritual advisor to the Fleet. But his station did carry some weight back on High Charity. So Xytan suppressed his disdain.

“Because of the nebula, our scans are indecisive. It is not known which ships might reach the planet first.” Essence was about to throw another tantrum when Xytan grabbed hold of the Minor Profit’s chair before it bumped him again. “But rest assured, this Fleet will land a Force on the planet and recover the Relic before the humans do.”

Essence was clearly taken aback by the sudden halt of his floating chair. He seemed terrified now that he was in the grasp of the towering Fleet Admiral. “I…I hope so for your sake…Admiral” he finally managed.

Xytan released the chair of the clearly shaken Profit. He turned and barked his anger out at his Executive Officer. “Prepare the Fleet for battle!”



Scenario 5 **King of the Hill**

0635 hours, October 7, 2530 (Military Calendar)

UNSC Supercarrier **ARIZONA**

On approach to Atlas moon **Crazy Horse**

Omega Nebula, Orion Rim

Lord Hood studied the hologram in his command room. What had the Covenant located that was so important? This was a backwater system. Why would they send an entire fleet here?

Wyatt, what is your analysis? The Arizona's AI snapped on in front of the Admiral. "Still figuring on it, sir. The magnetic interference from the nebula is playing havoc on the sensors, but I reckon it is some structure from an ancient race. It definitely don't figure human or Covenant."

The Admiral had come to overlook the AI's unusual take on words and protocol. Wyatt had fashioned himself after the gunslingers of the old American west. Wyatt sported boots, a leather overcoat, and a brown cowboy hat that he tipped according to his mood. Wyatt also had a "6 shooter" strapped to his hip. He liked to practice his quick draw from time to time. Hood noticed Wyatt usually pulled when he was deep in analysis. And right now, Wyatt was spinning the side arm in his hand.

"Can we get any ships in closer for a better scan?" "No sir, most of our ships are still too far out" replied Wyatt. Lord Hood raised an eyebrow. "What do you mean…**most** of our ships?"

Wyatt immediately holstered his sidearm. "Well, the ships **I can** tell you about are definitely out of range." Lord Hood stood up at his desk. Wyatt did not have to say anything more. "Damn **ONI**" he muttered.

He walked from his desk to the coffee machine on the far side of the room. He was typing on his data pad the entire time. Wyatt waited patiently while the Admiral gained the proper access key. Lord Hood refilled his mug with black coffee and then walked back to his desk.

"There we go partner!" Wyatt said as he quick drew his sidearm. "What ships?" Hood asked again, his tone growing firmer. "There is an ONI Prowler in orbit of the planet," Wyatt stated matter of factly.

"**WHAT!?**" "ONI sons of bitches have a ship in orbit and weren't going to tell us!?" Wyatt continued, "Their mission indicates that they have a Special Warfare Asset team attempting to land on Crazy Horse and secure the structure.

Well, that would have been nice to know an hour ago. "Very well," Hood finally managed to mutter. "What is the composition of the Covenant Fleet?" Lord Hood asked. Wyatt again holstered his pistol and replied, "Scans are sketchy, but at least one CAS Assault Carrier and her full complement."

Lord Hood frowned as he returned to his chair. Wyatt seemed to agree with the Admiral and said what Hood wouldn't, "It's unlikely we'll stop the Covenant from landing on the planet." "Well, hopefully that Asset can make it there before the Covenant can" replied Hood to his cowboy AI.

"In any case, it's time we ready the Fleet for a gunfight at the OK Corral. Wyatt nodded, "Indeed so partner."

Scenario 5 **King Of The Hill**

MAP Size 6x4 Turn Limit: **6 Turns**

TERRAIN

Placed as per map

DEPLOYMENT / BOARD EDGE

UNSC Deploys from the corner of 1,2 edge

Covenant Deploys from the corner of 3,4 edge

Deployment zone is measured 24 inches from the corner

OBJECTIVE

Assault the planet **Crazy Horse** with your **Fleet**

Main Objective:

If a Force can keep a 'Large' or 'Massive' Capital Element within 4 inches for 2 turns **OR** a 'Medium' Capital Element within 4 inches for 3 turns then that Force will 'Land' Ground elements on the planet.

Secondary Objective:

Destroy or disable as many enemy ships as possible.

VICTORY CONDITIONS

If a Force **Assaults** the planet **successfully**, they gain **10VP**

(This can only be scored **once**)

1VP for each **BR** point of Elements **Destroyed** or **Wrecked**

The **Force** with the most points at the end of **Turn 6 WINS**

ENVERIMONTAL CONDITIONS

The nebulas surrounding the system can cause severe interference for **ALL** ships

After **each battle group** has been **activated** (moved and/or fired) then **EACH ELEMENT** must roll a **Halo** die

- On a **result** of a **SKULL**, the **Element** will immediately take a **Vulnerable** token
  (These can be repaired in the end phase as normal)

RESERVE FORCES

Each player must choose **(2) Battlegroups** to be in their reserve forces.

These battlegroups **must** be called in **separately** and only **after** the **1st turn**.

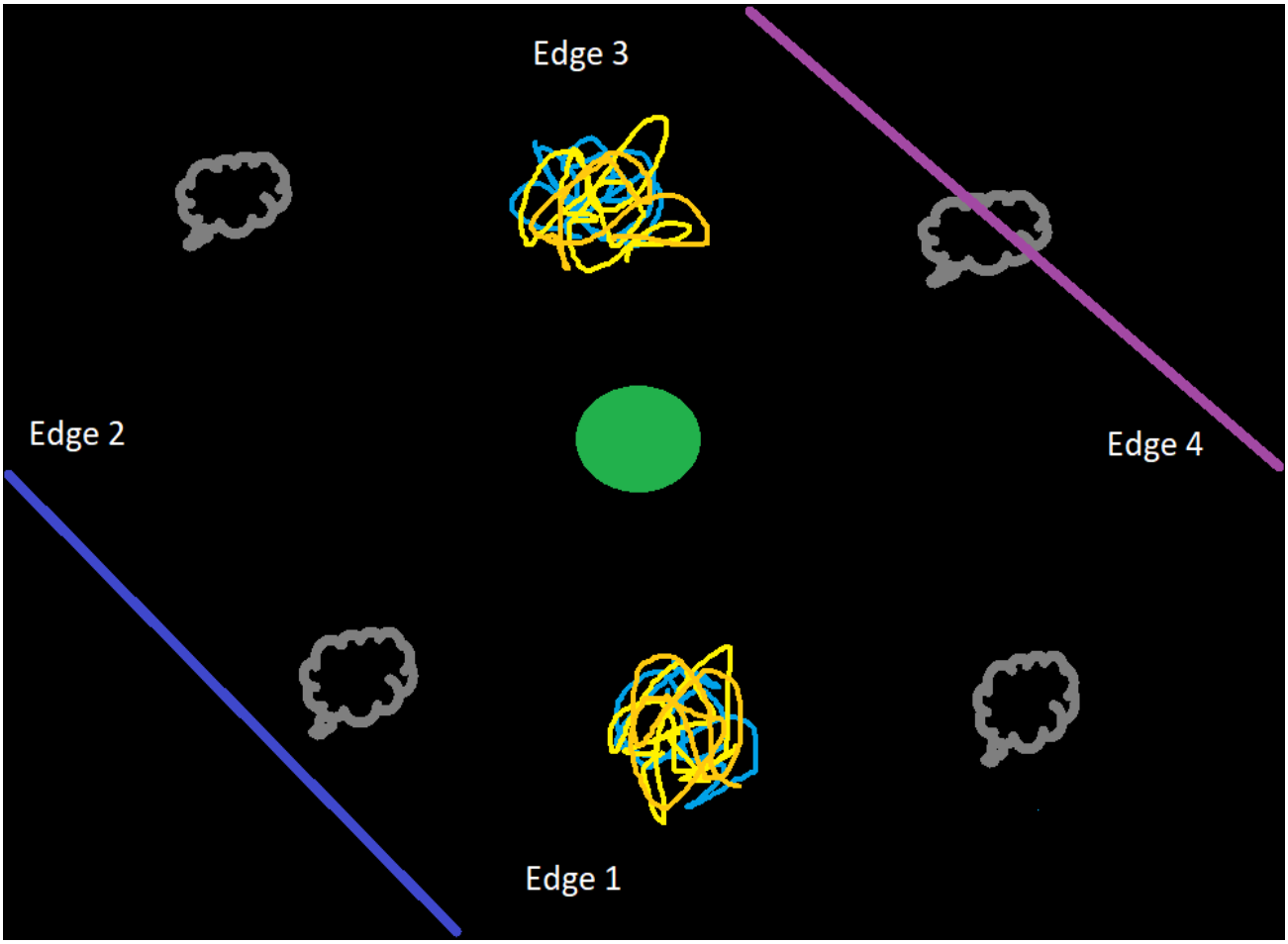
The reserve battlegroups **CANNOT** contain a Forces **Flagship**

If a player decides to bring in his reserve force, roll a D6 to determine the slip space exit point.

- **A roll of (1)** – the Force is deployed anywhere on the board edge **1**, within 8 inches from the map edge
- **A roll of (2)** – the Force is deployed anywhere on the board edge **2**, within 8 inches from the map edge
- **A roll of (3)** – the Force is deployed anywhere on the board edge **3**, within 8 inches from the map edge
- **A roll of (4)** – the Force is deployed anywhere on the board edge **4**, within 8 inches from the map edge
- **A roll of (5)** – The Force Commander can choose **ANY board edge** on the map to deploy the unit.
- **A roll of (6)** – The reserve unit is placed within **4 inches** of the players **Flagship** or **Ground Commander**

(This represents the commander's superior ability and technical prowess to bring in reserve forces to his location)

- **Note**: if the Flagship or Ground Commander has been **destroyed** or **killed**, the reserve unit then **CANNOT** be called in, and must wait until the next turn to try again.
- **Reminder**: the **UNSC board edge** is always side **1**. The board edge then moves in a clockwise direction. (The **Covenant side** will always be **edge 3**)



Green = Planet (Crazy Horse) Grey = Asteroids

Yellow/orange = nebula

Blue = UNSC Deployment Zone Purple = Covenant Deployment Zone

Scenario 5 **King Of The Hill**

UNSC FORCE LIST

Lord Hood – **Fleet Admiral**	120pt	
AI Wyatt – Heroic Character	80pt	
BG1) UNSC **Arizona** – Supercarrier Flagship	675pt	x1 **Spartan** 40pt
BG2) x1 Valiant – Supported	135pt	x1 **Spartan** 40pt
X3 Paris Frigates – Arrowhead	75pt	
BG3) x1 Orion Assault Carrier – Defended	160pt	
X1 Halberd Destroyer – Axe	50pt	
BG4) X1 Epoch Heavy Carrier – Supported	190pt	
X1 Paris Frigate – Arrowhead	25pt	
BG5) **Guardian Spirit Specialist Battlegroup**		
Paired Phoenix & Marathon	260pt	x4 **ODST** 40pt

BG6) **<u>Barrage Specialist Battlegroup</u>**

X1 Marathon – Reinforced	270pt	x2 **ODST**	20pt
X1 Marathon – Reinforced		x2 **ODST**	20pt

(1 Marathon, 2 Paris Frigates per Element)

BG7) **<u>Shield Wall Specialist Battlegroup</u>**

X3 Paris Frigates – Shield Formation	120pt

(4 Frigates per Element)

2320 total points

Scenario 5 **King Of The Hill**

COVENANT FORCE LIST

Xytan 'Jar Wattinree – **Imperial Fleet Master**	120pt	
Minor Prophet of Essence	80pt	
BG1) CAS Assault Carrier **Execution of Honor** Flagship	750pt	x1 **Hunter** 20pt
BG2) x1 Carrack Cruiser	145pt	X2 **Zealots** 20pt
X2 Corvette – Line	80pt	
BG3) x1 DDS Class Carrier	200pt	x1 **Hunter** 20pt
X2 ADP Escort	40pt	
BG4) x1 RCS Armored Cruiser – Supported	140pt	
X2 Corvette – Oblique	80pt	
BG5) x1 CVP Heavy Destroyer – Supported	130pt	
X1 Corvette – Oblique	40pt	

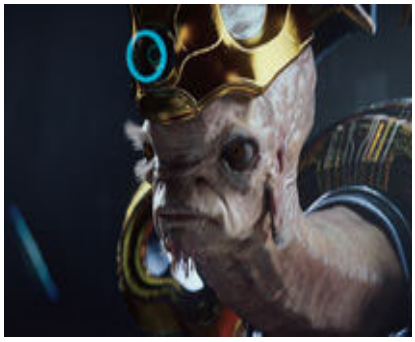
BG6) **<u>The Golden Path Specialist Battlegroup</u>**

X1 CCS Battlecruiser – Reinforced	240pt	x2 **Zealots** 20pt
X1 Corvette – Line		

BG7) **<u>Supplicant Specialist Battlegroup</u>**

X3 Corvette – Tri Formation	180pt

	2305 total points



PROPHET OF ESSENCE

COVENANT MINOR PROPHET

NON HEROIC CHARACTER

80 POINTS

SPECIAL ORDERS

I CARE NOT FOR FOR YOUR LIFE!

When a Covenant Element Is about to be destroyed, **Essence** can order one last **Offensive strike**. The destroyed Element may target any enemy In range and make a **Plasma Cannon** array **ONLY** attack as normal. This order may be issued after ANY Element has been destroyed but Before it's removed from the table

PROTECT THE MINISTER!

Essence may force an enemy Firing Solution targeting his own Element base to **re-target** a different member of his Battle Group, even if A Loadout would require his Element to be targeted. This Order may be Issued after the Prophets Element Has been declared the target.

MUST I DO EVERYTHING MYSELF!

The Minor Prophet is single minded in his quest. Once per turn, **Essence** may take **2 SPENT Command** dice of his **OR** the Fleet Master, **re- roll** them and **add** them to **his** card.

ASSIGNED

This Heroic Character must be assigned to a specific Formation Base within the Fleet at the start of the battle.

UNIQUE ABILITY

Essence cowardice is evident in his instinct for survival. His transports are always ready. Should the Element containing the Minor Prophet be **destroyed**, roll a Halo Dice. On a result of 1 or 2, **Essence escapes** and may be placed on a friendly Element within 12 inches. If there are no ships within range, or any other dice result, **Essence** is destroyed and his card and dice are removed from play

WYATT

UNSC Artificial Intelligence

HEROIC CHARACTER

80 POINTS

SPECIAL ORDERS

QUICK DRAW

Wyatt can hack into an enemy Battle Group and cause chaos. For this turn only, reduce all **Attack Firepower Ratings** of an enemy Battle Group **by -2**. This Order must be issued during the Execute Orders Step of the Orders Phase.

SHARP SHOOTER

Wyatt can add his skill at spotting Incoming Plasma Torpedoes to any Element. **Add +2** to the **Point Defense** Value of any Element. This Order must Be issued prior to any attack being made.

DEAD EYE

Wyatt's skill with a six shooter is given to an Elements Magnetic Accelerator Cannon. Increase an Element's **Firepower Rating by +1** for their MAC Attack only. This Order must be issued prior to any Attack being made

ASSIGNED

This Character must be assigned to a specific Formation Base within the Fleet at the start of the battle.

UNIQUE ABILITY

Wyatt is a wily AI with an instinct for survival. Should the Element containing Wyatt be destroyed, roll a Halo Dice. On a result of 1 or 2, **Wyatt escapes** and may be placed on a friendly Element within 12 inches. If there are no ships within range, or any other dice result, Wyatt is destroyed and his card and dice removed.

Scenario 6 **SIEGE OF THE ATLAS MOON**

Fifth Cycle, 05 Units (Covenant Battle Calendar)

Ultra Drop Pod **SVT**, attached to **Evocati Assault Host**: **Fire from Above**

Deployment from Intrusion Corvette: **Silent Justice**

In orbit above human planetoid ZBT377496

General Field Master Ral 'Retam stood uncomfortably in the pod. It was constructed to more than adequately handle an Elite of his stature. It was the confines of the pod that bothered him. Ral had made hundreds of drops before, but he never got used to the claustrophobia. Of course, he would never give voice to these concerns to anyone, for fear of looking weak. Many Elites coveted his position, and he would not lend a hand to anyone seeking to take it from him.

Of course, someone would easily take his position should this drop go wrong. That was the case of any drop, but this one was different. It was rare for a Field Master to make a drop with the Ultras. The **Evocati Assault Host** were more than capable for the mission, but the possible glory that waited was too much to pass up. The Gods had placed a Holy Relic on this planet. Acquiring the Relic before the humans could defile it would make him legend.

While the battle raged on in the system, the Intrusion Corvette **Silent Justice** had slipped passed the human ships and entered orbit of the planet. Scans indicated that no other human presence was near the relic.

Ral's plan was to drop to the planet and take control of the relic before the humans could. It was unlikely that a human force of any size would live long enough to land on the planet, but Ral had been told to not underestimate the humans. Although inferior, their methods proved wily.

Ral wanted to take no chances. He had his "suggestions" from the Minor Profit of Essence himself. He and the Ultras would take control of the Relic and wait for further reinforcements as the rest of the **Fleet of Execution of Honor** arrived at the planet.

Ral shifted again as his claustrophobia began to get the best of him. He barked at the Shipmaster, "**Initiate!**" The Shipmaster replied, "We are experiencing interference from the planet…we cannot guarantee a precise drop location." But Ral would not wait for glory any longer.
"**Initiate!...Now!!**"

The pod shuttered and then shot out from the Corvette. Ral gripped his energy sword. In minutes, his name would be repeated throughout the entire Covenant…

Scenario 6 **SIEGE OF THE ATLAS MOON**

1805 hours, October 7, 2530 (Military Calendar)

Office of Naval Intelligence **Prowler Corsair**

In orbit, **Atlas** moon **Crazy Horse**

Brigadier General Joshua Chamberlain paced the deck of the Prowler. He was known for nerves of steel. But this op had him pacing. He hoped his family legacy would live on in this war as well. He was a direct descendant of the legendary **American General Joshua Lawrence Chamberlain**. The same commander who helped turn the tide of battle at **Gettysburg** in the **American Civil War**. He wondered if that commander also paced before a decisive battle.

Normally a Brigadier General would not be on an **ONI Prowler**. However, he had always told his men that his boots would be first on the ground and the last to leave. It was inspiring if somewhat foolhardy.

So, when ONI notified him 12 hours ago that a stealth Prowler was headed to the planet with a covert assault force, he knew he had to be on board. And now that he could see the assault force in person, he knew he had a good plan.

The re-formed **ODST Assault Cadre: Black Daggers**, were an elite, experienced force. If any group were capable of taking control of the objective, the Black Daggers were. Additionally, attached to them was none other than the exceptional **Spartan II 052**, also known as "Jorge". Chamberlain stopped pacing to watch Jorge. He simply looked immense next to his drop pod. He wondered how he would even fit in it.

The deck of the **Corsair** hummed with energy. Crewmen running to command stations, Black Daggers making last adjustments to their pods. Excitement seemed to be in the air.

There was something down on **Crazy Horse** that had never been seen before. **ONI** had suspicions of an extinct alien race. But nothing had ever been located of the size of what was on the planet. And if **ONI** had any idea of what it was, they weren't giving any details. In fact, Chamberlain was lucky that **ONI even** told him about the **Corsair** and her operation. He was grateful as it allowed him to plan out a ground offensive.

Of course, it all depended on the Navy. Currently, they were in a pitched battle with Covenant ships throughout the system, but he needed as many ground forces to get to the planet as quick as possible. Chamberlain resumed pacing as he felt his plan begin to unravel. Like his ancestor, he would have to plug holes in the stone wall of his ground campaign as units got to the planet.

He looked back at Jorge loading up his drop pod. He felt reassured that his best troops would also be the first boots on the ground. He was also comforted by the fact that scans showed no other ships in orbit around the planet. He stepped into his pod, and an Ensign secured him inside. The door shut as he readied his rifle.

The Captain of the **Corsair** called over the intercom…"**Brigadier General Chamberlain, Spartan 052, and ODST Assault Cadre Black Dagger**, prepare to drop…Final scans still show all clear within a 20 meter radius of the objective."'

"Just like the Little Round Top" Chamberlain remarked to himself. And with a THUD…. his drop pod was hurling toward **Crazy Horse**…

Scenario 6 **SIEGE OF THE ATLAS MOON**

MAP SIZE 6x4 Turn Limit: **6 Turns**

TERRAIN

Placed as per Map

OBJECTIVE

The **Main Objective** of **EACH Force** is to **OCCUPY** the **Forerunner** structure in the center of the map

- If both Forces have Infantry at the Objective at the end of the turn then it is **CONTESTED**
- The Objective cannot be garrisoned, and more than 1 unit may occupy it
- The Objective is OCCUPIED if no opposing Infantry units are on it

VICTORY CONDITIONS

An **Infantry Unit** that **OCCUPIES** the Forerunner structure at the **end** of the **turn** gains **4VP**

If the Objective is **CONTESTED** at the end of the turn, **each** Force gains **1VP**

The **Force** with the most **VP** at the end of turn **6 WINS**

- Note, there are **NO VP** for destroyed units (The Objective is all that matters)

DEPLOYMENT ZONE

There is **no** Deployment phase and **neither Force** has a Deployment zone. Forces of either side can be deployed **anywhere outside** an **18inch radius** of the **OBJECTIVE.**

Units of a Battle Group are deployed on their turn and then activated normally. Thus, a Unit of a battle group is deployed and then activates. After activation, the opposing player chooses a unit from their battle group to deploy and then activate. This continues until all units have activated in the turn.

- Example, in turn 3, the UNSC player must choose a unit from the Mechanized Infantry Battle Group to deploy and then activate. After which, the Covenant player deploys and activates in the same manner. After the UNSC player has deployed and activated **ALL** units from the Mechanized Battle Group, he may then activate units from a different battle group as normal. (**The units listed below must deploy and activate first in the turn**.)

NOTE: The winner of the previous engagement may choose to deploy and activate the **first Unit** in **every turn** up to **turn 4**, or **may pass** irrespective of initiative

Forces Deployed and **Activate first** on the following turns:

Turn 1 – UNSC Assault Cadre & Hero

Covenant Evocati Assault Host & Hero

Turn 2 – UNSC Force Recon Specialist Battle Group

Covenant Wrathful Congregation Specialist Battle Group

Turn 3 – UNSC Mechanized Infantry Battle Group
Covenant Hunting Host Infantry Battle Group

Turn 4 – UNSC Standard Armoured Battle Group

Covenant Siege Host Armoured Battle Group

All Forces will be deployed by the end of Turn 4

SPECIAL RULES

The **LOCK ON** and **POINT BLANK** loadouts are **disregarded** for this Scenario

The **Objective CANNOT** be **Garrisoned**, but it can be occupied by **more** than **ONE INFANTRY** unit.

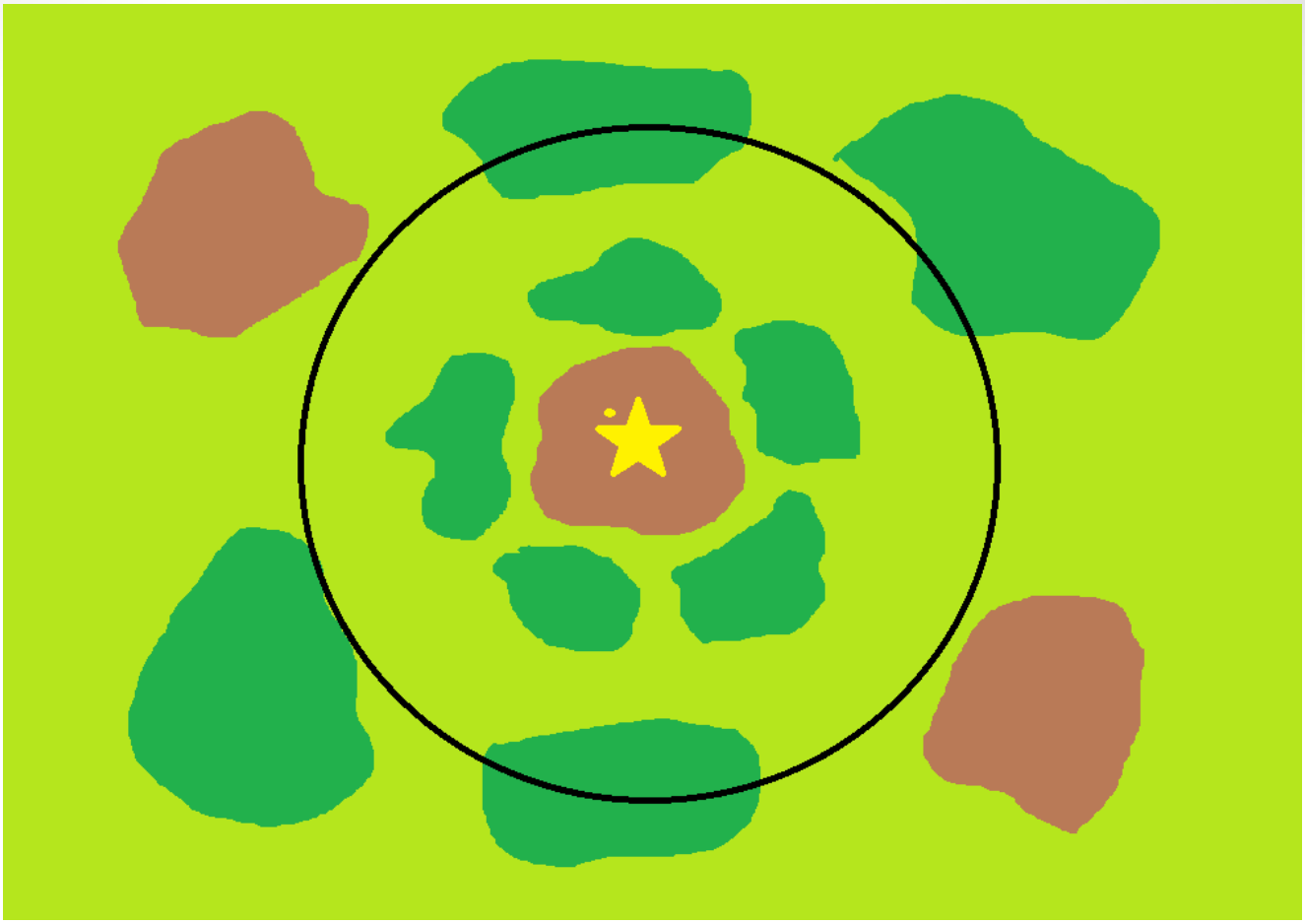
Only **Infantry** can move onto the **Objective**. (No vehicle can occupy it.)

The Objective is **CONTROLLED** if no opposing Infantry units are on it.

If **both** Forces have Infantry at the **Objective** at the end of the turn then it is **CONTESTED**

RESERVE FORCES

There are no Reserve Forces for this scenario.



Grey = OBJECTIVE Brown = Hill / Elevation

Green = Forest / Tree – Light cover

Note: Light Cover must surround the hill with the Objective

Scenario 6 **SIEGE OF THE ATLAS MOON**

UNSC FORCE LIST

Brigadier General Joshua Chamberlain	120pt

BG1) ODST Assault Cadre Specialist Battle Group

X4 ODST Helljumper Elements	180pt
Death from Above loadout	20pt
X4 ODST Helljumper Elements	180pt
Death from Above loadout	20pt
X1 SPARTAN II 052 (Jorge)	300pt
Death from Above loadout	50pt

BG2) Force Recon Specialist Battle Group

X2 UNSC Marine Elements	160pt
X2 UNSC **Sniper** Elements	
X2 UNSC Marine Elements	160pt
X2 UNSC **Sniper** Elements	
X2 Cyclops MARK III Exoskeleton	240pt
X1 Falcon Gunship	180pt

BG3) UNSC Mechanized Infantry Battle Group

UNSC Officer	80pt
X4 Trooper Elements	120pt
X4 Trooper Elements	120pt
X4 Trooper Elements	120pt
X4 Trooper Elements	120pt
X4 Trooper Elements	120pt

BG4) **<u>UNSC Standard Armoured Battle Group</u>**

X1 Scorpion Main Battle Tank	250pt
X1 Sun Devil Anti Air Tank	250pt
X2 Gauss Warthog	250pt
X2 Mongoose ATV	120pt
X2 Warthog (chaingun)	240pt

	3400 total points

Scenario 6 **SIEGE OF THE ATLAS MOON**

COVENANT FORCE LIST

General Field Master Ral 'Retam	120pt

BG1) **Evocati Assault Host Specialist Battle Group**

X2 Ultra Elite Elements	180pt
Orbital Insertion loadout	20pt
X1 Ultra Elite Officer	30pt
X2 Ultra Elite Elements	180pt
Orbital Insertion loadout	20pt
X1 Ultra Elite Officer	30pt
X1 Elite General Ral 'Retam	Free
Orbital Insertion loadout	50pt

BG2) **Wrathful Congregation Specialist Battle Group**

X2 Hunter Elements	240pt
X2 Hunter Elements	240pt
X2 Revenant	280pt

BG3) **Hunting Host Infantry Battle Group**

X1 Elite Zealot	125pt
X4 Grunt Elements	80pt
X4 Grunt Elements	80pt
X4 Grunt Elements	80pt
X4 Grunt Elements + Fuel Rod Cannon	95pt
X4 Grunt Elements + Fuel Rod Cannon	95pt
X4 Grunt Elements + Fuel Rod Cannon	95pt
X4 Grunt Elements + Elite Minor	100pt
X4 Grunt Elements + Elite Minor	100pt
X2 Banchee	240pt

BG4) **Siege Host Armoured Battle Group**

X1 Artillery Wraith	250pt
X1 Anti Air Wraith	250pt
X2 Scout Ghost	160pt
X1 Locust	250pt

	3390 total points

BRIGADIER GENERAL J. CHAMBERLIN

UNSC Ground Commander

120 POINTS

STANDARD ORDERS

MARK YOUR TARGET

The UNSC player may **add 2** additional Halo Dice to their Attack Dice Pool (Including Melee) This order must be Issued prior to any attack being made

TAKE COVER

Increase the cover level of the target Infantry unit **by 1**, up to a maximum of Heavy Cover. Vehicles (including flyers) Improve SOAK by 1. This order must be Issued prior to an enemy's Firing Action.

STAY SHARP

The player may **add 1** to a Unit's Reaction Fire result. This Order must be Issued prior to a Reaction Fire Test being made

SPECIAL ORDERS

PICKETS CHARGE

The General is respected and loved by his troops. If a friendly unit is attacking in Melee, or being attacked in Melee, that Unit may roll **it's Melee dice FIRST**, irrespective or orders or terrain.

THE LITTLE ROUND TOP

Allow a friendly INFANTRY Element to **Automatically** pass it's **Reaction Test**. This order must be issued prior to it's reaction Roll being made.

UNIQUE ABILITY

Brigadier General Joshua Chamberlin is a cunning tactician and loved by his men. He would inspire them when all hope seemed lost. **Once** per turn, he can allow a friendly **Infantry Element** to perform a **Heroic Save (Leader).**

GENERAL RAL 'RETAM

Covenant Ground Commander

120 POINTS

STANDARD ORDERS

MARK YOUR TARGET

The Covenant player may add **2** Additional **Halo Dice** to their **Attack Dice Pool** (including Melee)
This order must be
Issued prior to any attack being made

TAKE COVER

Increase the cover level of the target Infantry unit **by 1**, up to a maximum of Heavy Cover. Vehicles (including Flyers) may improve a Units **SOAK by 1**
This Order must be issued prior to an Enemy's Firing Action

STAY SHARP

The player may **add 1** to a Unit's Reaction Fire result. This Order must be Issued prior to a Reaction Fire Test being made

SPECIAL ORDERS

YOU HAVE PERMISSION TO DIE!

The General commands total obedience from his troops. If a **Grunt** Element is **destroyed**, **ONE** Grunt Element from the same Battle Group may make a **plasma grenade suicide charge**, moving up to **12 inches** and rolling **6 attack dice** at **Fire Power 5**.

LIVE TO SERVE THE HOLY ONE!

Allow a friendly Infantry Element to perform a **Heroic Save (Leader)**. This Order can be issued AFTER any attack dice roll causes a Element to take damage.

UNIQUE ABILITY

Ral 'Ratem is a feared General of the Covenant Army. If Ral **deploys** to the field with his troops, then **once per turn**, he may re-roll up to **2 spent Command dice**, and return them to his card. This ability is rescinded if the General is destroyed on the field of battle.

EPILOGUE

0930 hours, January 29th, 2589 (Standard UEG Calendar)
Jacob Keys Preparatory High School
Planet Reach (Rehabilitated zone)
Epsilon Eridani system

"Any thoughts?…Anyone?"…

John always struggled to get his class to speak up. And not just speak up, but to put actual thought with the words. To think '**outside**' the box. That was his mandate after all. Most of these kids would be going on to the Academy in the Fall. This was his chance to really make an impact in their lives. Not the kind that comes with defensive tactics, weapons training, or ship maneuvers. No, the kind of impact that comes with teaching. This was when he really loved this profession.

"I've got a thought Mr. Lehman…why the hell are we even learning this?"

Cody's response was shared by several of the students. Many shook their heads in agreement. Others stared at their data pads or simply yawned.

Normally, this is when most instructors got frustrated. However, this was the moment John lived for.

Azmed then chimed in. "Yea, why are we studying about a battle that **no one cares about and had no effect on the greater war**."
"Yea, this was literally the '**stupid**' phase of the UNSC…and Covenant," remarked Cody. "It was **worthless**" added Azmed.

John looked around the room. "Is that why we studied the **Atlas Moon Sieges**? To make 'fun' of how stupid and worthless they all were?"
Some of the students grew uncomfortable in their seats.

Vincent now spoke up. He had been sitting quietly in the back until that statement. "**My Grandfather was killed on Crazy Horse**."

The room grew silent and now everyone was uncomfortable in their seats. Vincent continued, "He was an **ODST**. He was one of the first boots on the ground…Unfortunately, he never made it off."

John let the room sit in silence for a moment to let the weight sink in. Then he spoke up. "**There were no 'stupid' battles or 'worthless' people**. Yes, it is true, in the greater view of the war, the Sieges were not a significant battle. The tide was not turned in either direction. And yet the ultimate sacrifice was made by many…**many**… on both sides."

John paused, seeing how his words were now soaking into the students. "Would any one of us be here today if not for the **sacrifice** of **Vincent's grandfather**, or the **dedication** of **Lord Hood**, or the **honor** of **Jorge**?" The class was somber now, yet, understanding.

John looked out across the green grass of the quad. Pine trees bending in the gentle breeze found on Reach.

"**Every battle counts, every sacrifice counts, every life… counts**. When you all move on` and command men, women and machines, remember…"

The Siege of the Atlas Moons